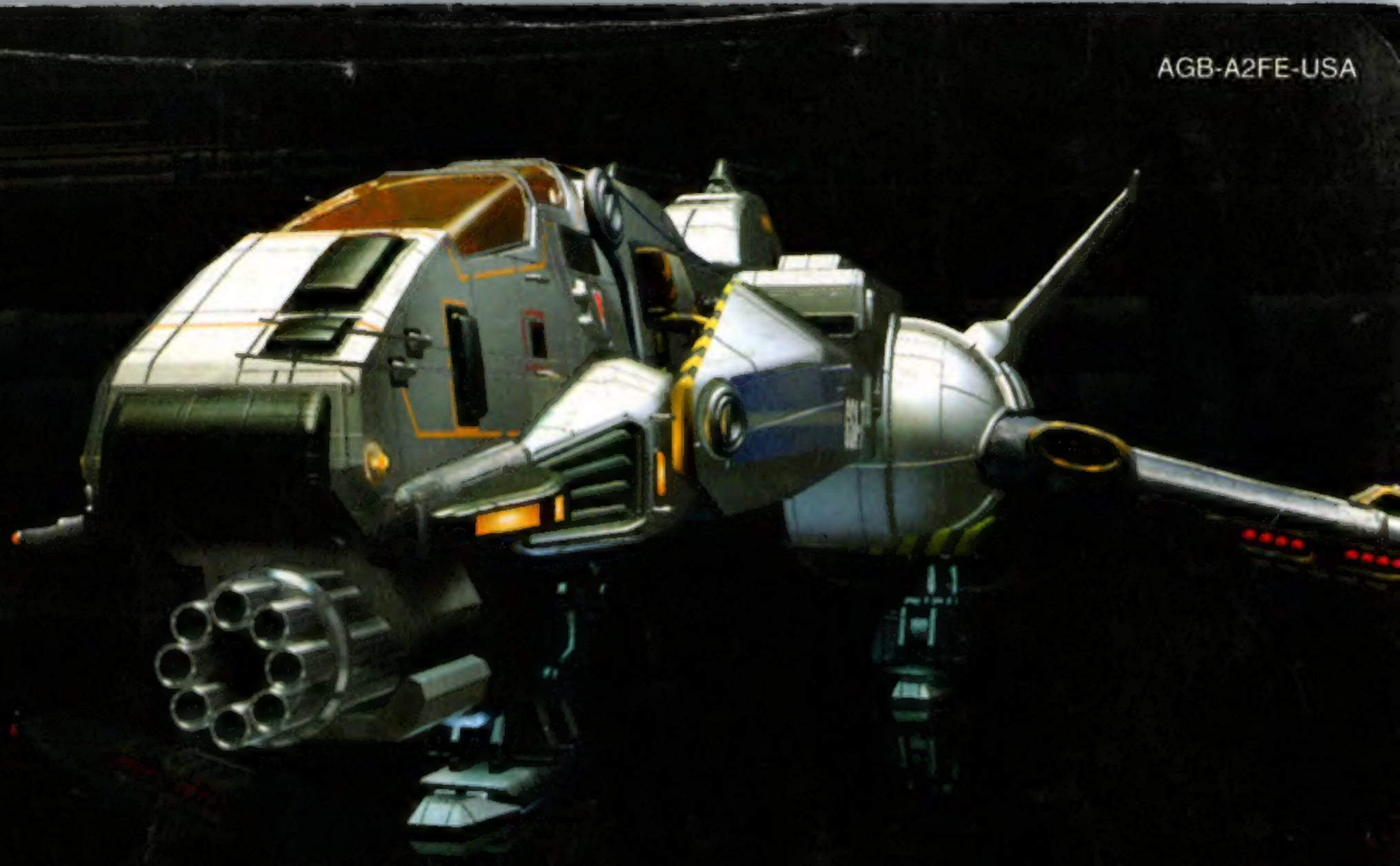
GAME BOY® ADVANCE

AGB-A2FE-USA



DEFENDER®

SAVING THE HUMAN RACE

INSTRUCTION BOOKLET

MIDWAY®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

Animated Blood
Violence

CONTENT RATED BY ESRB

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GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GETTING STARTED

PLEASE FOLLOW THE INSTRUCTIONS BELOW BEFORE ATTEMPTING TO PLAY THIS GAME.

- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy® Advance system, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.

GETTING STARTED

After turning the POWER switch ON, the Defender® title screen appears, press START to proceed. If you do not see the title screen, follow the directions on the opposite page.

MENU & SUB-MENU NAVIGATION

Throughout this manual, ⬆, ⬇, ⬅ and ➡ will signify pressing up, down, left and right on the Control Pad. To navigate through the game menus (i.e. Options), use the Control Pad (⬆, ⬇, ⬅ or ➡ depending on the menu) to highlight a selection. Whenever you see the blinking yellow arrows in the menu description bar, press the L or R Buttons to access the next menu screen. To activate a selection, press the A Button. To go back to the previous menu, press the B Button.

QUITTING A GAME IN PROGRESS

To quit a game in progress, press START during the game. The Pause Options screen will appear. Select QUIT and press the A Button.

MAIN MENU

GAMES

Defender has four exciting game modes: XGP, CO-OP XGP (a linked co-operative game), CLASSIC and XG. Blast your way through alien Manti as you continue to protect the human race and retake the solar system. You are the last line of defense for the human race.

OPTIONS

The Options menu allows you to change DIFFICULTY, LIVES and view CONTROLS. Press ⬆ or ⬇ on the Control Pad to highlight your selection. Press ⬅ or ➡ on the Control Pad to adjust the DIFFICULTY or LIVES.

In DIFFICULTY, the first two dots represent easy, the second two are medium and the last two are the most difficult levels. DIFFICULTY also determines when an additional free life will be awarded.

MAIN MENU

(OPTIONS continued...)

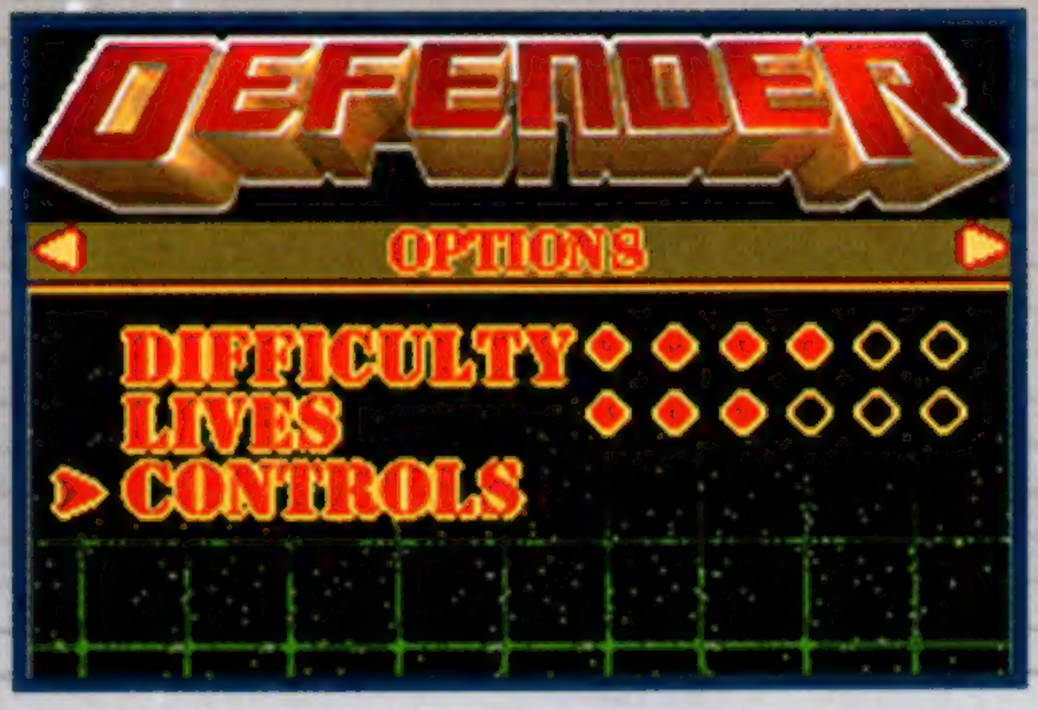
The additional life is given at the multiples listed here:

Classic/XG	XGP
(1) 8,000	10,000
(2) 10,000	15,000
(3) 13,000	20,000

For all four modes, the dots represent the number of starting LIVES (1-6), with 3 being the default.

For Classic/XG mode only, the number of LIVES you start with also sets the number of smart bombs you'll have.

When you highlight CONTROLS, press the A Button. Press ⬅ or ➡ on the Control Pad to scroll through the various controller configurations.



HIGH SCORE

You can view the high scores for each game mode. Press ⬆ or ⬇ on the Control Pad to view each mode's high score.

CONTROLS

The following pages will give you a description of what the controls are in Defender. Refer to the graphic below for button locations.

MENU NAVIGATION

Control Pad - Highlight menu selections

A Button - Confirms selection

B Button - Return to previous screen

L Button & R Button - Change Main menu screens

CONTROLS

These are the controls for XGP. To see controls for CLASSIC and XG see OPTIONS/CONTROLS once in the Main menu of the game.

IN GAME CONTROLS

Control Pad - Moves your ship right to left and up and down
A Button - Fires Laser
B Button - Drop Bomb
START - Pause
L Button - Slides Scanner up or down
R Button - Smart Bomb

HUDS (HEADS UP DISPLAY)

XGP HUD

In XGP Mode you can choose to toggle the Scanner OFF the screen by pressing the L Button. It will slide the unit up off the screen.

1 - Available lives
2 - Current score
3 - Smart Bomb supply
4 - Scanner (shows position of aliens, humans and your ship's location)

HUDS (HEADS UP DISPLAY)

CLASSIC & XG HUD

Classic and XG HUDs have only slightly different graphics.

1 - Available lives
2 - Current score
3 - Smart Bomb supply
4 - Scanner (shows position of aliens, humans and your ship's location)

PLAYING XGP

ABOUT XGP

XGP offers you 6 different missions. All have a different objective, but still share a common theme. Protect against and destroy the Manti at all costs.

STARTING A NEW GAME

Once the Defender title screen appears, press START. XGP will be the first choice on the Main menu. Press the A Button to select this mode.

MISSION BRIEFING

Next will be the Mission Briefing menu. Press ⬅ or ➡ on the Control Pad to scroll through the missions. You must complete all three parts of each mission before a new mission is unlocked. Press the A Button to proceed.

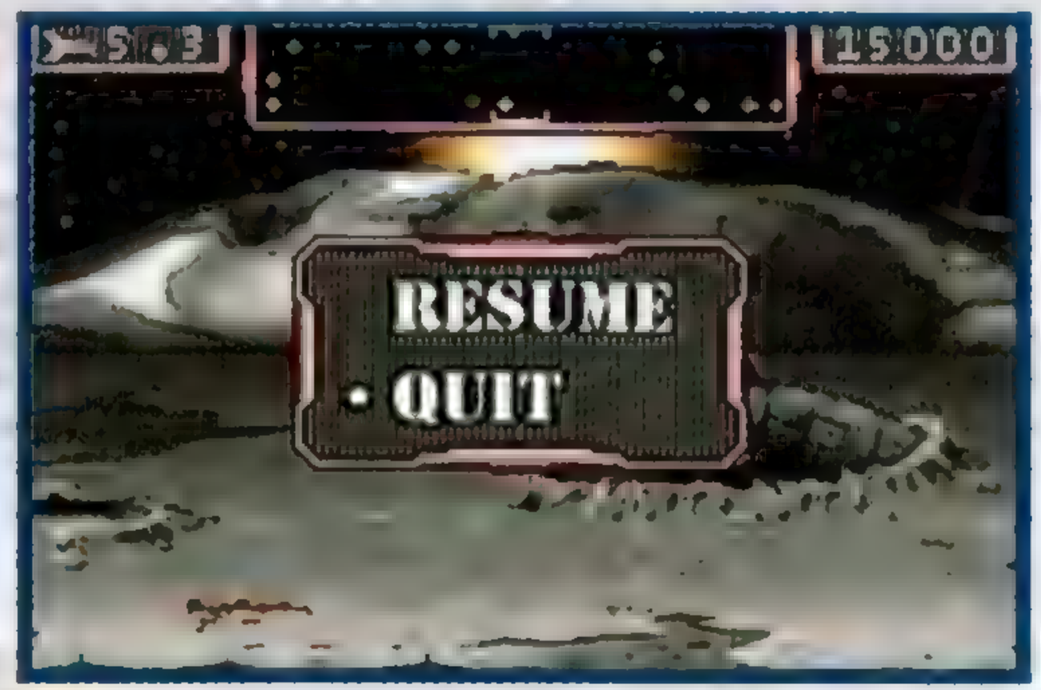
PLAYING XGP

SHIP SELECT

Pick the best ship for your mission in the Ship Select menu. Press ⬅ or ➡ on the Control Pad to scroll through available ships. Once you've made a choice, press the A Button to start your mission.

PAUSE MENU

To bring up the Pause menu during a game, press START. Press ⬆ or ⬇ on the Control Pad to select RESUME or QUIT. Press the A Button to complete your selection.



XGP MISSIONS

XGP has 6 mission stages. Each of the 6 mission objectives will have 3 parts to it. All 3 of these parts must be completed before moving on to the next stage and new mission objective. Your missions will vary from protecting humans from being mutated by Landers, destroying the alien defenses and their installations and much more.

6 STAGES

Based upon the difficulty level that has been selected in the Options screen, the order and number of waves of Manti attack forces will change.

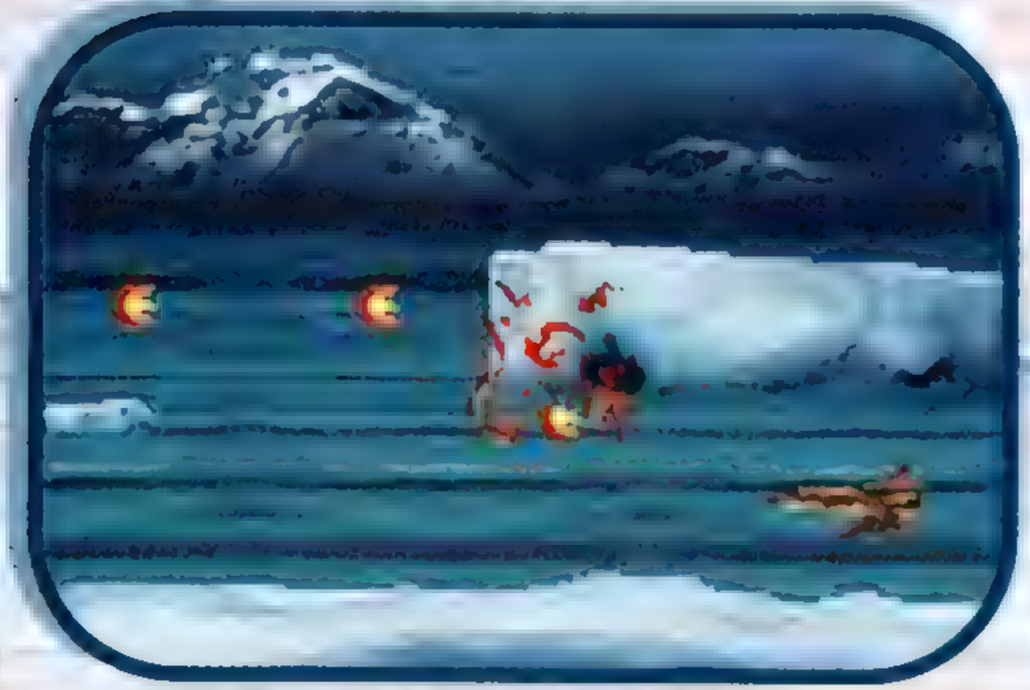
Mission 1 - EARTH

Mission 2 - SPACE

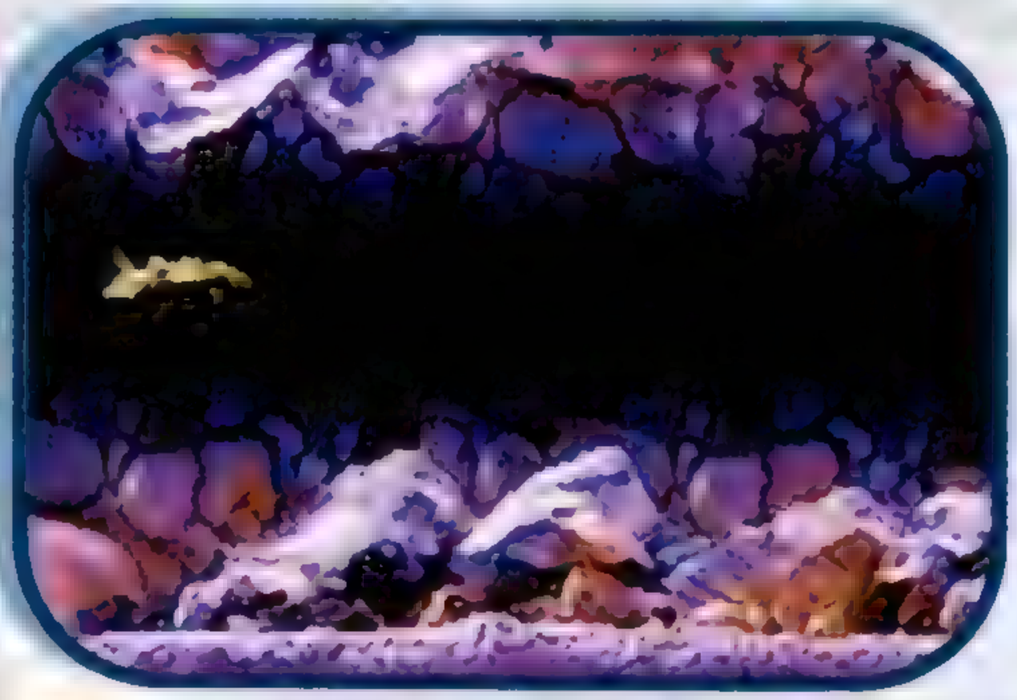
XGP MISSIONS

Mission 3 - MOON

Mission 4 - MARS



Mission 5 - EUROPA



Mission 6 - TUNNEL

XGP SHIPS

There are 5 ships to choose from in XGP Mode. Before each mission there will be a Mission Briefing telling you what you will be up against and what the objective is. After the briefing you will get to choose your ship from the Ship Select menu.

Knowing what you're about to face will give you the opportunity to select the best ship for your mission.

DEFENDER

SHIELDS = 3
SPEED = 2
WEAPONS : Megaton Laser & Incendiary Bomb

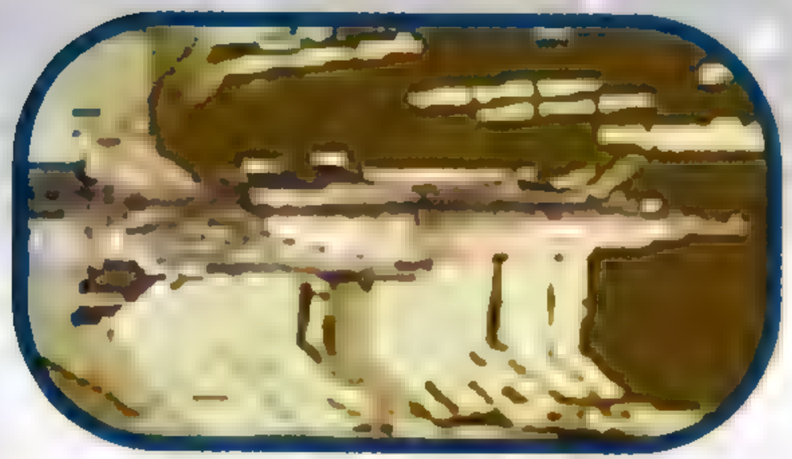
DAGGER

SHIELDS = 2
SPEED = 3
WEAPONS : Miniton Laser & Insane Bomb

XGP SHIPS

DRATER

SHIELDS = 4
SPEED = 1
WEAPONS : Arc Blaster & Da Bomb



D.I.L.2

SHIELDS = 3
SPEED = 2
WEAPONS : Fast Blaster & Kill Bomb

DTS. ELOM

SHIELDS = 2
SPEED = 3
WEAPONS : Twin Laser & H Bomb

THE MANTI

MANTI SHIP TYPES

LANDER: Will shoot at your ship when you are nearby. However, it doesn't have a lot of accuracy. It can pick up people to mutate into the red colored Mutant.

MUTANT: This is a mutated Lander. Mutants shoot at your ship as well as friendly ground combatants. Their shots are more accurate than the Landers.

BOMBER: The Bomber moves the slowest of all the flying aliens but requires double the hits to destroy it. Bombers release floating mines in their wake that need to be avoided or destroyed.

BAITER: These aliens travel fast and are very accurate with their shots. They appear near the end of each mission.

MANTI GROUND FORCES

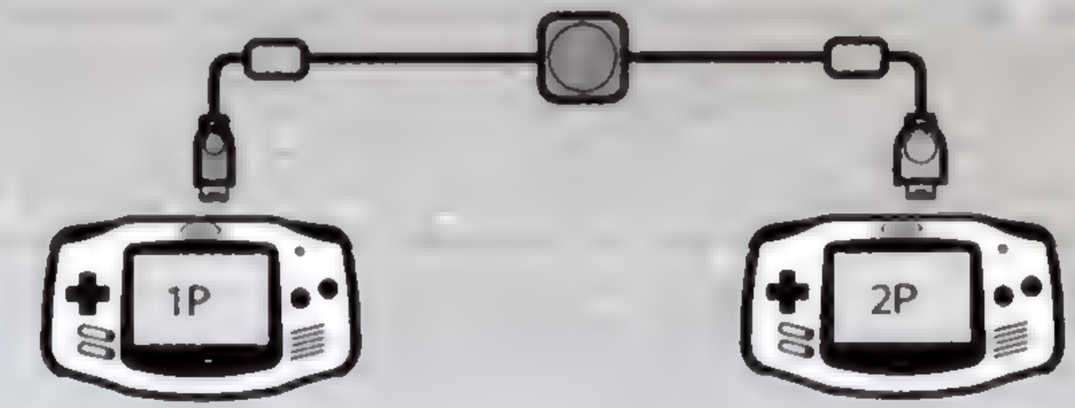
There are 2 types of ground attack aliens used in missions where the humans are not out in the open or when the mission is to protect a ground convoy.

INFECTOR: The Infector has Anti-Air defenses and can shoot at you when flying over it. Infectors will attack any ground targets (except humans). There's a good chance that you may find one with an Ogre when the Ogre is attacking a building that houses humans.

OGRE: The Ogre attacks ground targets (except humans) and your ship. Like the Infectors, the Ogres also have anti-air defenses and will shoot at your Defender when you fly overhead.

CO-OP XGP

CO-OP XGP (MULTIPLAYER MODE)



In order to play with another person, you will need a Game Boy® Advance Game Link® Cable (sold separately). Follow the appropriate instructions provided with the Game Boy® Advance Game Link® Cable before attempting to play a 2-Player game. At the Main menu, both players need to scroll the menu to CO-OP XGP. Once on CO-OP XGP, either player may press the A Button to connect both players.

NOTE: When playing a 2-Player game, two Defender Game Paks are required. The Game Paks should be inserted in Player 1 and Player 2's Game Boy® Advance systems.

CO-OP XGP

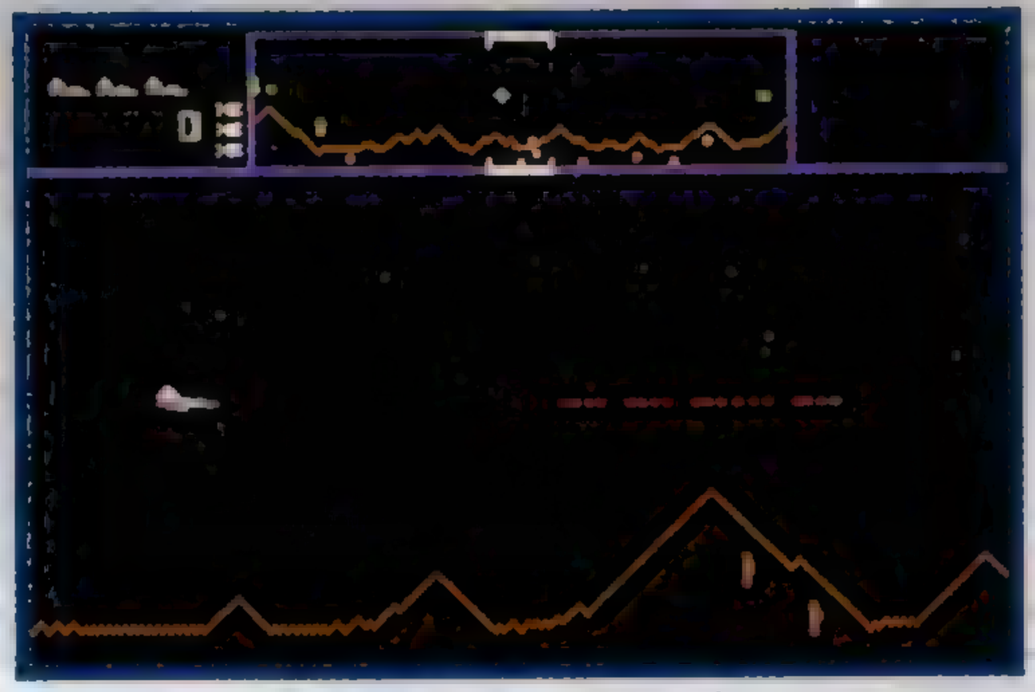
CO-OP XGP has all the same features as XGP with the added ability to play in conjunction with a friend.

NOTE: Player 1's settings on the Options screen for DIFFICULTY and LIVES will be used for both players in this mode. Also, once one player loses all their lives, mission will be failed for both players.

Player 1 and 2 can choose to compete for a high score or they can work together to complete each mission.

CLASSIC

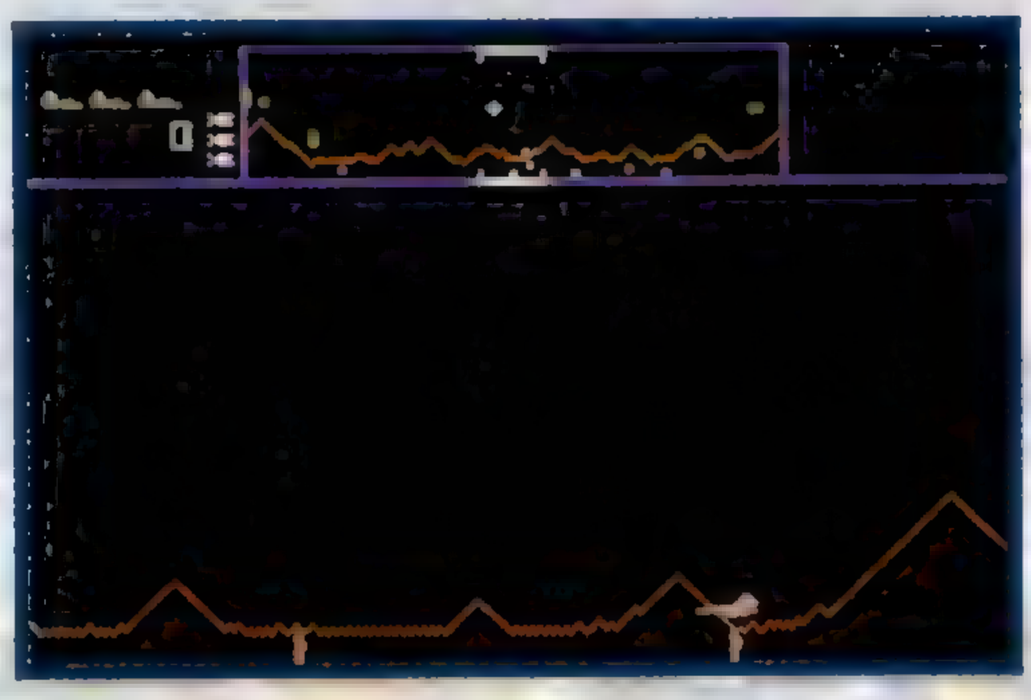
You can play the original favorite, Classic Defender. Gameplay is fast and furious, requiring instinctive knowledge of the controls and lightning reflexes to even survive a few seconds. Streak through the sky in your ship defending the humans from the attacking aliens by shooting and bombing them.



Fire at enemy Manti.

CLASSIC MODE ENEMIES

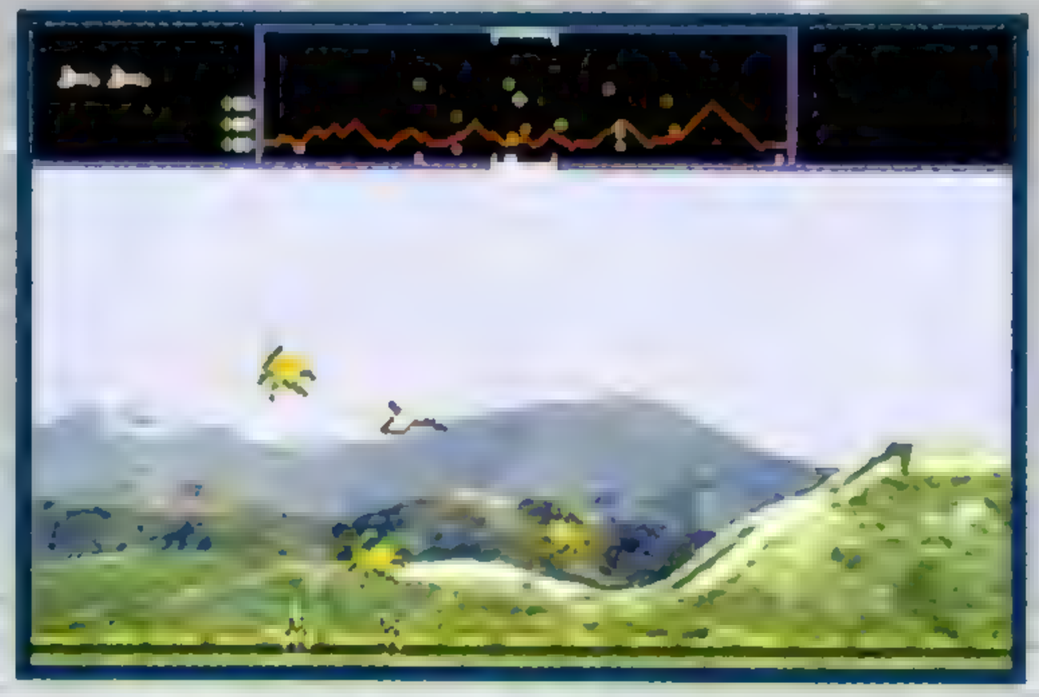
Lander . . . . . .150 pts
Mutant . . . . . .150 pts
Swarmer . . . . .150 pts
Baiter . . . . . .200 pts
Bomber . . . . . .250 pts
Pod . . . . . .1000 pts



Rescue helpless humans.

XG

XG Mode offers a twist on the original classic version. You get to experience all the fun and challenge of the original Defender but with a complete graphics overhaul.



PLAYING CLASSIC & XG

Once the Defender title screen appears, press START. Press the L or R Button to change Main menu screens until you get to Classic or XG. Press the A Button to select game. Next, press START for a 1 player game. Press SELECT for a 2 player game.

NOTE: In 2 player mode, each player alternates between turns.

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NOTES

Here's some room to write down any notes you may find on the game. Be sure to check out gaming magazines and video game websites for more information on DEFENDER!

NOTES

What's Hockey without HITZ?

AVAILABLE NOW

MIDWAY SPORTS

IGNITE YOUR GAME

GAME BOY ADVANCE

EVERYONE

E

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DR. MUTO™

COMING SOON!

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